



# CREATING 3D ENVIRONMENTS

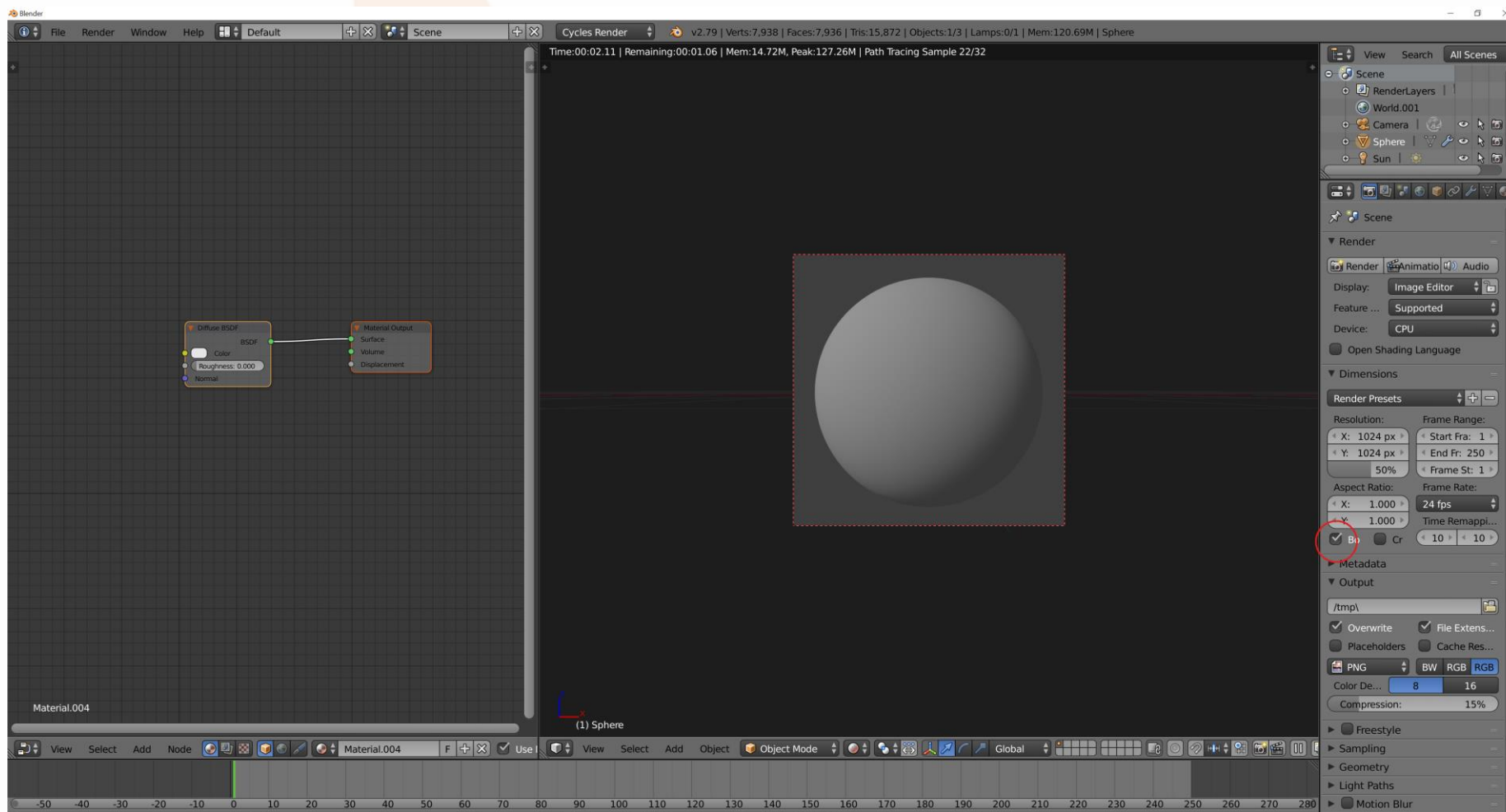
Blender Materials

# Chapter 3 – Part 5

- Diffuse & glossy shader
- Mix shader
- Play with values
- Colorramp + noise texture
- Mixing colors/textures
- Bump node

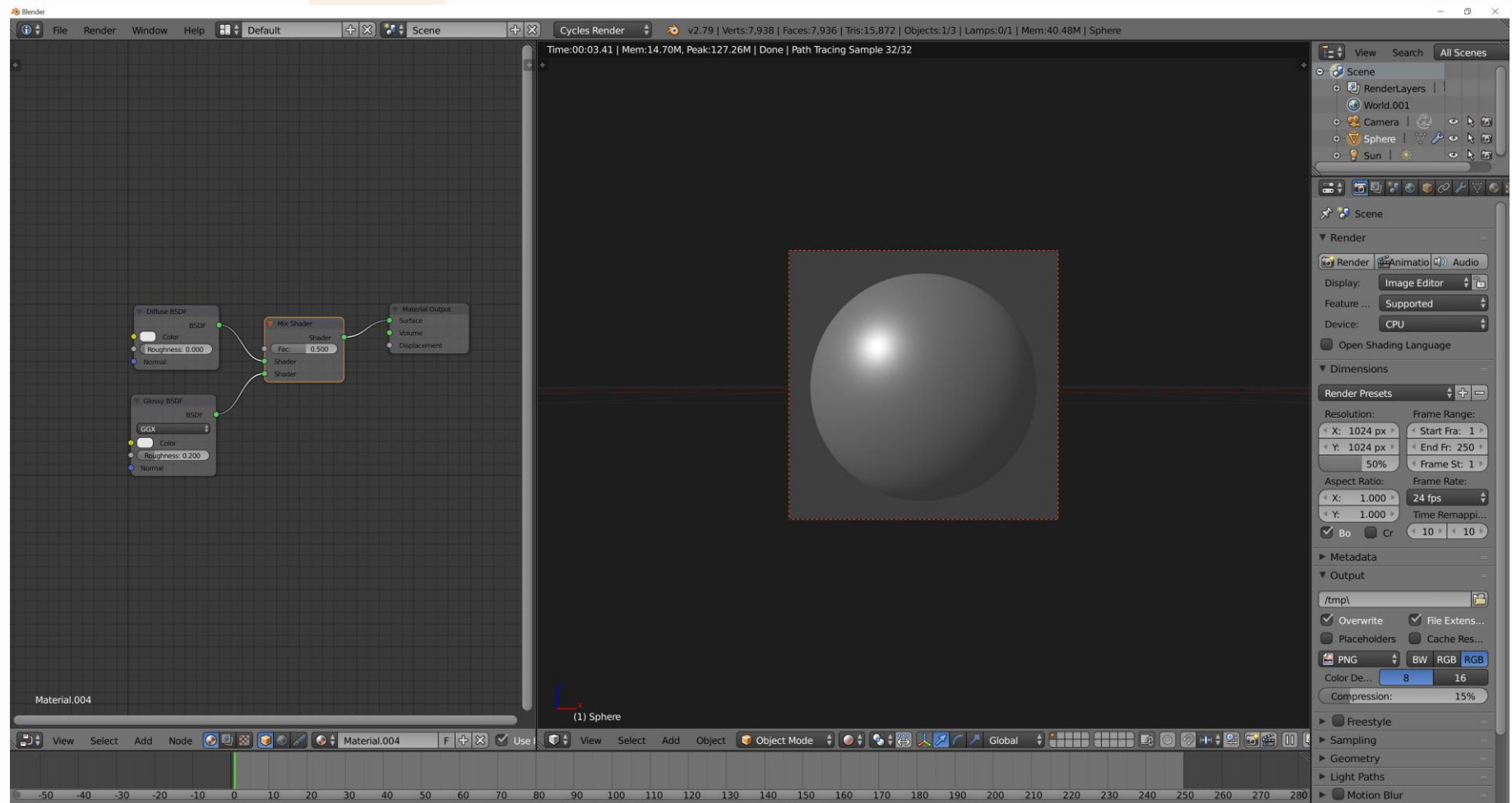


# Using a sphere for material test (2)



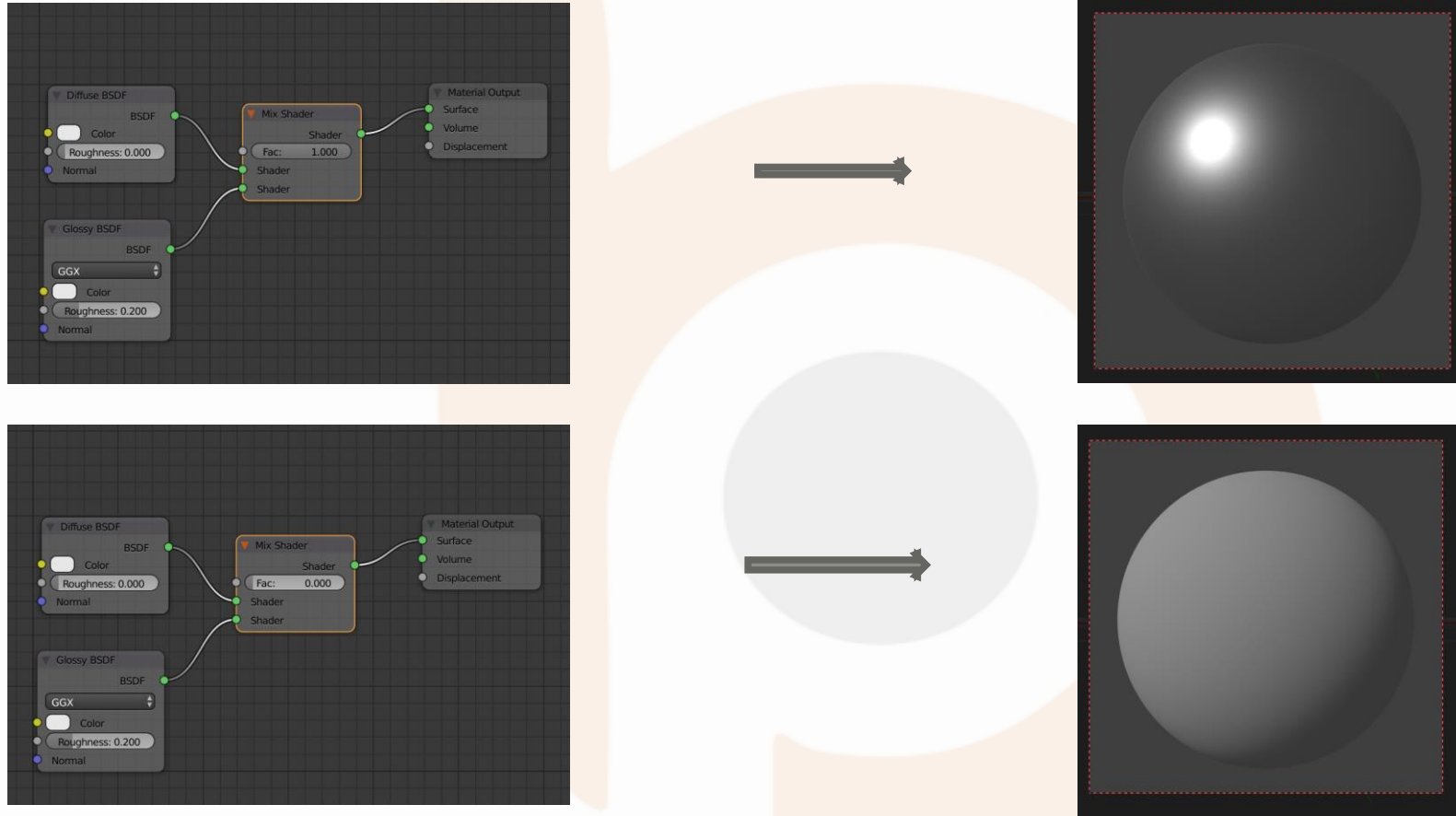
Enable border rendering for a faster viewport render

# Using the mix shader



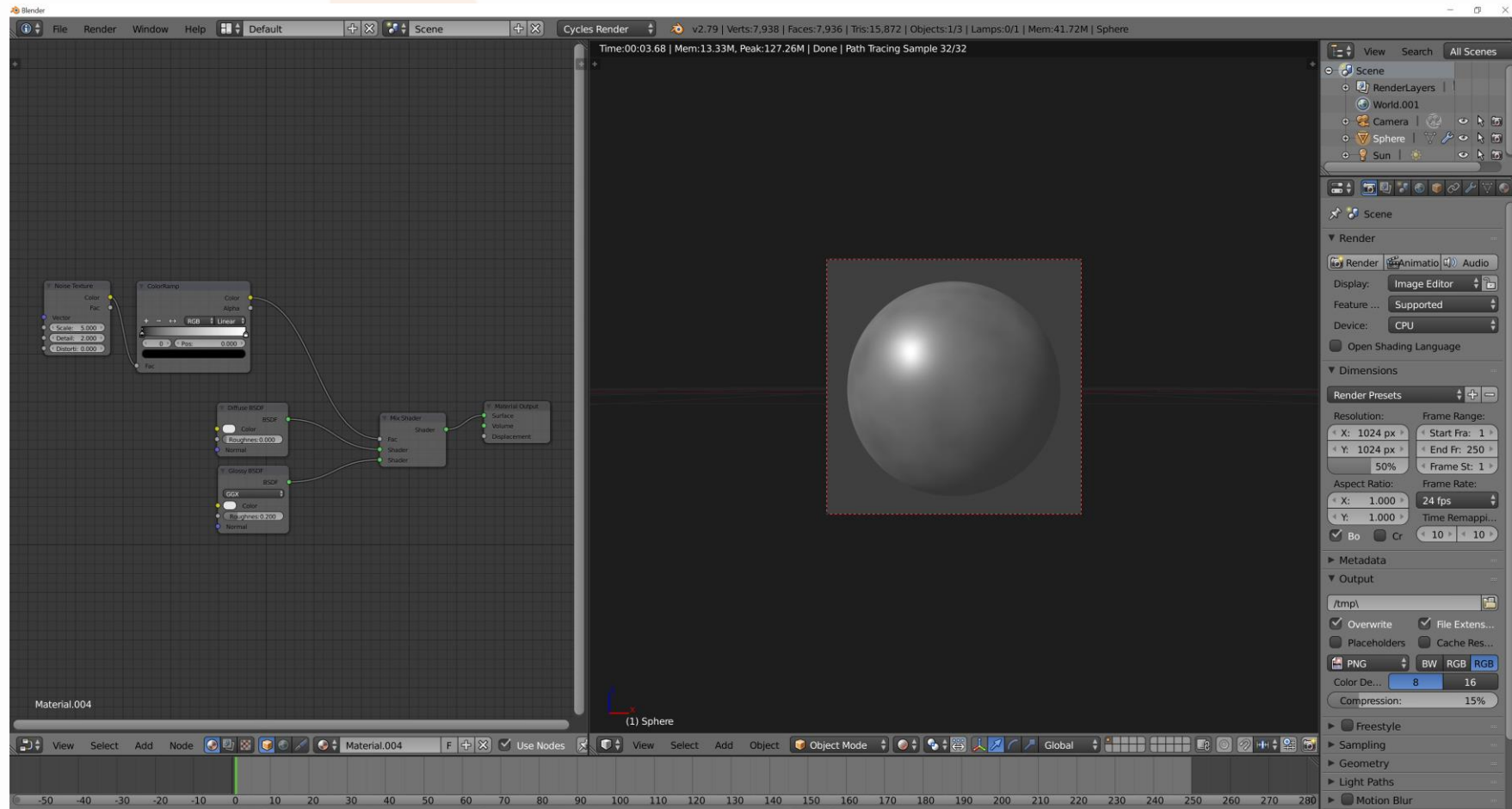
The next step is adding a mix shader and combine the diffuse and glossy shader

# Play with values



Moving the slider from the mix shader changes the looks of the sphere.

# Colorramp + noise texture



Adding a color ramp and a noise texture node allows you to control the factor of the mix shader